

# CONSTRUCTION PROJECT SITE UPDATE

Last Updated: Friday, September 14, 2010

Project Name: Cliff Drive Underground Utility District No.10

**Contact Information:** 

City Underground Utility Coordinator: Jim Britsch

**Facilites Management Specialist** 

(805) 729-4629

facilitiesmanagement@cox.net

City Project Manager: Tim Gaasch, Supervising Engineer

Phone: (805) 897-2502

E-mail: <u>TGaasch@SantaBarbaraCA.gov</u>

Construction Start Date: Mid-September, 2009

Estimated Project Completion: Early 2011

## **Project Description:**

Construction work includes placing all existing overhead wires and facilities for supplying electric, communication or similar services underground. Near the end of the construction project, the existing overhead wires and utility poles will be removed. Construction also includes new streetlighting along Cliff Drive.

The Cliff Drive Underground Utility District No. 10 Project is a joint effort by Southern California Edison (SCE), Verizon, Cox Communications and the City of Santa Barbara, funded predominately by SCE rate-payer fees.

#### **Project Location:**

Construction work is located on Cliff Drive from Salida Del Sol to approximately 400 feet west of Mesa Lane, including surrounding streets.

#### **Project Progress:**

Phase I was completed July 2010. The first phase of work included the installation of new underground infrastructure by Tidwell.

During the second phase, SCE, Verizon and Cox will install their wires and the new underground system is energized. This phase started August 2010 and will last approximately 6 months. Minimal lane closures are expected.

The final phase of work includes removal of the existing overhead wires and wooden utility poles. This work will take a couple of months and minimal lane closures are expected.

### **Project Photos:**

The photos below show Cliff Drive with existing overhead utilities (left) and a rendition of Cliff Drive with overhead utilities removed (right).



Cliff Drive with overhead utilities



Rendition of Cliff Drive with overhead utilities removed

# **Project Vicinity Map:**

